WIZARD

CROSSGEN™

PRIMER

CROSSGEN comics

EXCLUSIVE

On each of the worlds in the CrossGen universe, there exists an individual chosen by an unrevealed source to be the bearer of the mysterious sigil, a glowing mark that signifies the potential for amazing powers and abilities. With no guidance, those marked must find their own method of utilizing this power, the nature of which is determined by their own personality and will. They have no idea how or why this power came to them, or what it means to use it. These Sigil-Bearers have been designed to save the universe, restoring its waning energies through the crossgeneration of energy: power from conflict.

They are of different worlds, ages, genders, and philosophies. The only things they all have in common are the sigil, and a lack of awareness that they have also gained a new enemy. Someone out there isn't pleased by their creation and is planning their destruction.

The power of the sigil will disrupt their lives and change their worlds, but only the Sigil-Bearers can determine how it will ultimately affect them.

Imagine

a world where magic in all its forms holds sway, where the everyday is fantastic and the fantastic is beyond imagining. Taxis fly, powered by incantations. Street vendors sell potions and spell scrolls. Arcane mysteries are the homework of schoolchildren. And everyone is magically adept.

Holding sway over the world are seven magical Guilds, diverse schools of sorcery originally brought together to protect the planet from a dire supernatural menace. Centuries later, with the threat long since sealed away, the Guilds safeguard the world's wealth of magical power and squabble with one another over its application. Presiding over each Guild is a Master who serves as receptacle for both the spirit of that Guild's ancient founder, and the sum of the Guild's sorcerous knowledge.

Against this backdrop we meet Giselle, a young woman whose family always has been tied closely to a powerful Guild, but whose own involvement in arcane matters is minimal. In contrast, her sister, Genevieve, has studied the mystic arts all her life and is poised for the Guild's highest honor: becoming Guild Master and housing the founder's spirit.

The day of ascension draws near and all is in readiness. But a curious mark has appeared on Giselle's hand, and this time, something will go terribly wrong...

MYSTIC™

Giselle

Carefree and uninterested in all things magical, she's about to undergo a transformation making her the most powerful Mystic her world has ever seen.

Genevieve

Giselle's older sibling, responsible and driven, poised to reap the reward for her dedication until it's all unwittingly snatched away by her sister.

Thierry

Scruffy and a bit rough around the edges, his primary passion is his art, but he may find a new love in Giselle.

Darrow

A mysterious, suave stranger who appeared only recently, garnering Giselle's attention and perhaps her affections.

Skitter the Squit

A furry familiar for Mystic, which reveals itself to be anything but an ordinary pet.

THE SKIES

above Tanipal are filled with the flash of sunlight on hardshell as spaceships fill the busy port city of Honna. Located on the rim of the fringe worlds, Tanipal is possibly the only winner in the ongoing Human/Saurian wars because it draws wealth from the recreation of both sides. Situated in a strategically important spot midway between the human and Saurian homeworlds, Tanipal hosts a steady stream of diplomatic envoys from both sides without ever taking a side of its own.

The Sultan of Tanipal, Ronolo, rules with one eye roving the crowd for fresh faces for his amusement. Thirteen of his wives are legal acquisitions, sent by their families in exchange for the Sultan's favors. The rest are short-term rentals, kept only until Ronolo is bored. Although canny enough to play the humans and the Saurians against each other, Ronolo is primarily concerned with his own amusement.

What draws visitors to Tanipal is Honna's extra-legal market of vices and goods, the twilight economy that supports free-lancers like Samandahl Rey and Roiya Sintor. Anything can be found here, from equipment to entertainment; just name your price and take your chances.

Lurking on the fringes are the Saurians. Although an armed truce exists between the two species, small skirmishes break out on a regular basis because of the natural antipathy between the two races. The Saurs believe the humans to be a lesser species, and the humans think the same, although merchants on both sides find ways to meet in the middle.

It's a fragile balance, and anything could destroy the equilibrium.
So when a human becomes more than human...

SIGIL™

Samandahl Rey

A veteran of the Human/Saurian wars, Sam and fellow ex-soldier Roiya are in the business of getting by on the fringe worlds, outside the growing sphere of influence of their old enemies, the Saurians. Sam's a gambler and has managed a cheat or two over time, but never when it would really hurt the other guy.

Roiya Sintor

Roiya's the people person, and she's landed them the freelance security jobs that bring in the legit money. She's also the conscience of the team; the one most likely to lead them in the right direction.

JeMerik Meer

A charming rogue with a checkered past, Jemerik floats from world to world in search of the next adventure.

Zanniati

The stowaway with an imperial secret, Zanni joins the team after determining that Sam is her best bet for escaping her current situation.

Tchlusarud

A Saurian prince (but the younger offspring, not the inheritor) with a deep hatred of Sam, "Loser" lives for the day when he can have Sam's head on a stick.

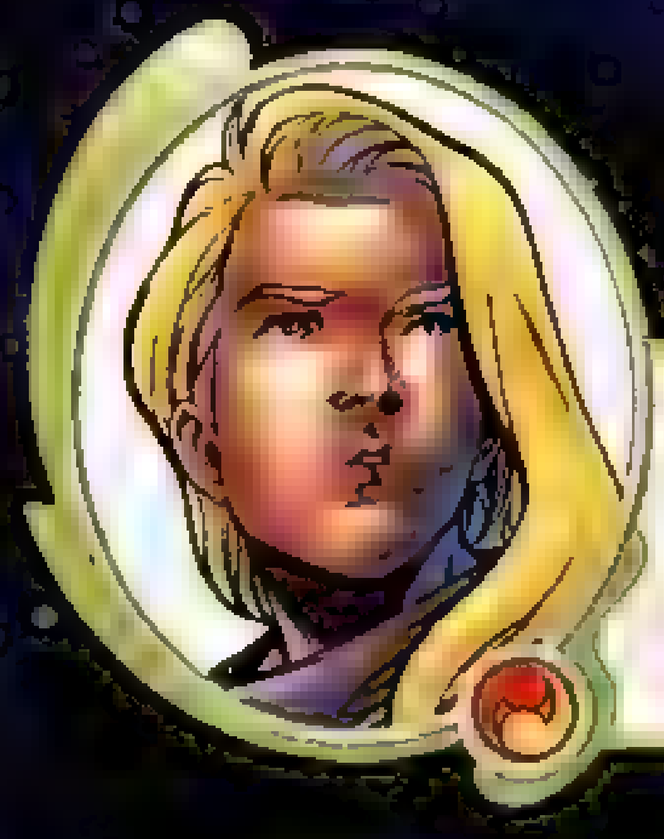
A FAÇADE of medieval trappings hides a world that has advanced technologically while maintaining a feudal society. Chivalrous knights are as common a sight as tapestries composed of holographic images. Kingdoms are still ruled by kings and queens, passing from parent to eldest child. Social status is determined by birth alone.

Divided by a great ocean, the rival powers of East and West adhere to an uneasy truce that barely contains age-old hatreds. All-out warfare has been replaced by annual ritual combat held on a wind-swept isle in the middle of the ocean's vastness. The combatants duel with weapons of ancient battle, their wounds healed without scar by the gene-manipulation skills of miraculous physicians.

All this is built upon the backs of the Lesser Races, genetically- created minions bred to do the bidding of their masters. At best second-class citizens in the West, the Lesser Races are little better than slaves in the East, leading to the formation of an Underground movement bent on obtaining freedom and equality for them. While East and West posture, the Underground readies itself to strike.

The ritual combat approaches, and this time the blood spilled in the arena will bring war down upon the land. And at the center of it all is a warrior no longer a boy but not yet a man...

Scion™
2

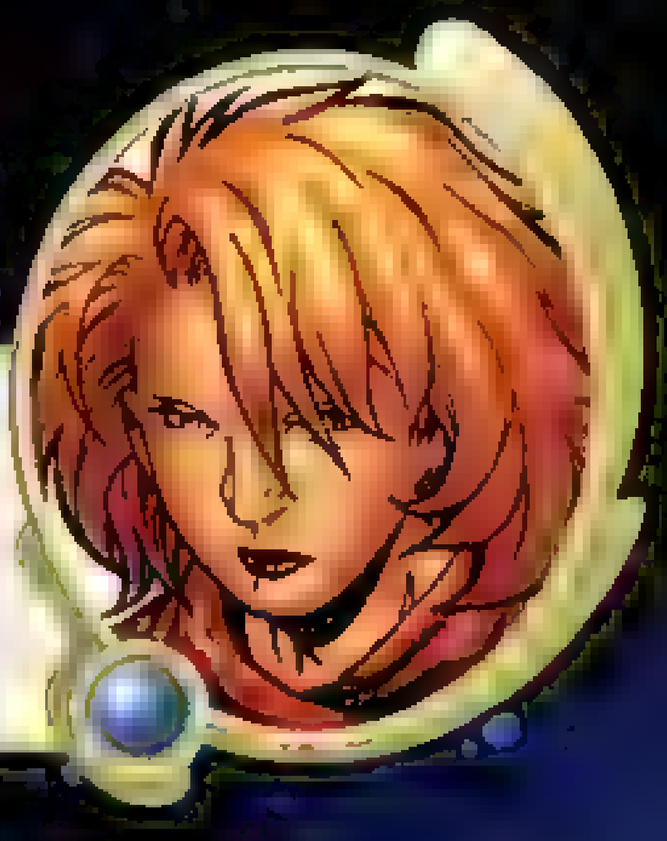


ethan

The youngest son of the West's ruling family, his sense of honor leads him to be caught between his loyalty to his family and the struggle for freedom undertaken by the genetically-engineered Lesser Races.

ashleigh

A beautiful and able adventurer who has taken the cause of the Underground to heart, while hiding the shocking secret of her true heritage.



BRON

A son of the brutal Eastern dynasty, Bron is a feared warrior who has sworn a death oath against his hated enemy, Ethan.

skink

Skink's humpbacked body and harsh visage mask a gentle soul who, as court jester, has been both best friend and surrogate parent to Ethan.

Eons Ago.

the cataclysmic upheaval of a continent
loosed large chunks of ground and spat them into the sky.
There they floated, buoyed by the same explosive ore that propelled
them into being.

Down on the surface, the trees that bordered the caverns of floating ore assimilated
the mineral into their own cells, and began stretching toward the sky.

As the surface of the world became more treacherous, survivors living on the ground
discovered that wood cut from the trees could fly. Making ships from this wood, they colonized
the floating rocks. The forces of wind and erosion affecting the cities were countered by
terraculture and architecture until the humans had tamed the wild aerial islands.

Soon many cities were established, and contact began between them. Centered around the ore, the
floating wood, and the products made from each, open trade flourished, as did closed-door
intrigue. Pods were added to the bottom of certain cities to hold more ore to offset additional
mass as development expanded.

The first of these floating cities was named for the crossing of the line between living on
earth and sky: Meridian. Life on Meridian has settled into an easy routine of work and
trade. The ships built in its ports are prized above all others and its craftsmen
are eagerly sought by other cities, although few ever leave.

The only dark cloud in Meridian's sky is the growing might of Cadador, the most powerful city of all. A city of merchants and lawyers, Cadador controls most of the world's forest and ore rights. This means vast wealth, especially since the land below is being poisoned by the same event that transformed the ore into a commodity. Time is running out. Resources are becoming more precious

Meridian is poised on the brink of change...

MERIDIAN™

SEPHIE
Daughter of Meridian

Heir to the shipmaking city-state of Meridian, Sephie is a light-hearted and caring girl who is beloved by the people there.

TUROS
Minister of Meridian

Sephie's father, a kind and fair minister who considers the ruling of Meridian to be a proud responsibility.

ILAHN
Minister of Cadador

Turos' brother and Sephie's uncle, he left Meridian to take control of the richest city-state of all.

THE MUSE
of Giatan

A strange creature with otherworldly knowledge, she claims to know what the sigils mean.

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CrossGen™ Primer, January 2000. First Printing. Published by CrossGeneration Comics, Inc., 4023 Tampa Road, Suite 2400, Oldsmar, Florida 34677 and Gareb Shamus Enterprises, Inc. DBA Wizard Entertainment, 151 Wells Avenue, Congers, NY 10920. **CrossGen™ Primer, Mystic™, Sigil™, Scion™, Meridian™,** their logos and all prominent characters are ™ and © 2000 CrossGeneration Comics, Inc. All rights reserved. Any similarities to persons living or dead is purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Wizard Entertainment and Mark Alessi or CrossGeneration Comics, Inc. Wizard and the Wizard logotype are registered trademarks of Wizard Entertainment. Printed in Canada.